# RADICA

## Lighted Tetris®

**MODEL 75012**
**For 1 player / Ages 8 and up**
# INSTRUCTION MANUAL
P/N 82389010   Rev.B

It's been called "one of the most addictive games ever," and now you can join the obsession! Rotate the Tetraminos as they fall and try to complete a full line of blocks. But watch out-with each new level, the Tetraminos fall faster and faster. Good luck!

## BUTTON FUNCTIONS

**On/Start-** Turns the unit on and starts a new game. Pressing this key also pauses the game and wakes the game from Sleep or Pause mode.

**Left Directional Key -** Press this key to move a Tetramino to the left.

**Right Directional Key -** Press this key to move a Tetramino to the right.

**Display -** Press this key to show or hide the icon of the next Tetramino.

Sound
On/Start
Display
Light
Reset
Rotate Right
Rotate Left
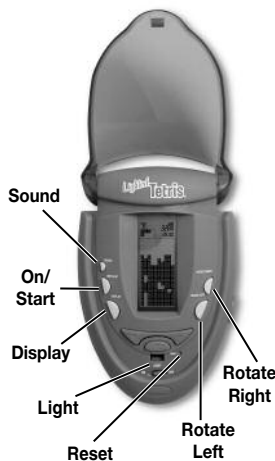
**Down Directional Key -** Press this key to "Soft drop" the Tetramino.

**Rotate Right -** Press this key to rotate a Tetramino clockwise

**Rotate Left-** Press this key to rotate a Tetramino counter clockwise

**Sound -** Press this key to toggle between melody/tone and sound off.

**LIGHT -** Slide the button to the left to turn the light on and right to turn off. Remember to turn off the light after playing to save battery.

**PROTECTIVE LID -** Press side button to open lid. The lid can be removed by popping off hinge points.

**Reset -** Insert a rounded object to reset your game.

## BASIC GAME RULES

In Tetris®, you must arrange a sequence of small shapes, called Tetraminos, into complete lines. As each line is completed, it will disappear from the screen.

Tetraminos fall from the top of the play field to the bottom.

Each Tetramino is made up of four blocks, arranged into seven different patterns.

You must rotate the Tetraminos as they fall and fit them together to create lines.

If you cannot complete a line, the blocks will eventually rise to the top of the play field and the game will end.

## GAME LEVELS

As you advance to each level, the speed at which the Tetraminos drop will increase. Tetris® will automatically advance to the next game level each time you clear ten lines.

## SCORING

During game play, the total score will appear in the Score/Line Count indicator at the top right hand corner of the screen. When you complete a line or multiple lines, the Score/Line Count indicator will show your total line count, for two seconds. It will then return to your total.

Points are awarded for clearing each completed line of Tetraminos as follows, multiplied by the current level.

| | | |
|---|---|---|
| Single: | 10 points: | One line is cleared. |
| Double: | 30 points: | Two lines are cleared at the same time. |
| Triple: | 50 points: | Three lines are cleared at the same time. |
| Tetris®: | 80 points: | Four lines are cleared at the same time. |

**Note:** Game starts at level "00". The "point multiply" will start by 2 at level "01".

In the event that you score more points than can be displayed, a "Roll Over" will occur and the score display will restart at zero. A Roll Over is indicated by dashes in front of the score.

## HIGH SCORES
The highest score of the game will be displayed in the Score and Line Count indicator at the end of the game.

## GAME MODES
Tetris® has three game modes: Classic Tetris (Game One), Speed Tetris (Game Two) and Ultra Tetris (Game Three).

## CLASSIC TETRIS
In Classic Tetris, you will compete for points/lines and continue to play until you "Top Out".

**NOTE:** "Topping Out" occurs when any cell for the starting position of a new Tetramino is filled.

## SPEED TETRIS
In Speed Tetris, your objective is to score as many points/lines as possible within a specific time period.

At start-up, you will select a 2, 3 or 5-minute game by pressing the **Rotate Right** or **Rotate Left**, the number of times needed to reach your time limit choice. The time limit you have selected will appear on the screen. You will play until you reach the time goal or until you "Top Out".

## ULTRA TETRIS
In Ultra Tetris, you will attempt to clear a certain number of lines within the shortest period of time.

At start-up, you will select a 25 or 40 line goal by pressing the **Rotate Right** or **Rotate Left**, the number of lines you have selected will appear on the screen. You will play until you "Top Out" or when you clear the number of lines you have selected.

If you reach your line goal with the placement of the last Tetramino before the time limit, you will be awarded all of the points scored, including points for lines completed over the goal.

## GETTING STARTED
Press the **On/Start** key to begin a new game. You will see the Game Mode screen.

To scroll through the game modes, press the **Down Directional Keys**. There are three game modes: Game One (Classic Tetris), Game Two (Speed Tetris) and Game Three (Ultra Tetris).

To select a game level, press the **Right** or **Left Directional Keys**. There are ten game levels, each

increasing in difficulty. The game level icon is located in the top left hand corner of the screen.

When you have selected the desired game mode and game level, press the **On/Start** key to begin your game.

## TETRAMINO CONTROL

As the Tetraminos fall, you will need to rotate them to fit into the lines below.

You can move a Tetramino to the left or to the right as it is falling by pressing the **Left** and **Right Directional Keys.**

A Tetramino will come to rest when it hits the bottom line of the playing field or when it is blocked by another Tetramino.

After a Tetramino has come into contact with the blocks beneath it, you can slide it to the left or the right for one second before "Lock Down" by pressing the **Left and Right Directional Keys.**

To rotate a Tetramino, press the **Rocker Arm Rotation Key** until the Tetramino is in the desired position.

## SOFT DROP

To accelerate the speed at which a Tetramino falls, press the **Down Directional Key.** The Tetramino will "Lock Down" immediately upon contact with placed Tetraminos when using Soft Drop.

## PAUSING A GAME

To pause a game during gameplay, press the **On/Start** key. Press this key again to return to the game in progress.

## GAME OVER

A game is over when any cell for the starting position of a new Tetramino is filled. This is called "Topping Out." The words "Game Over" will scroll across the screen.

At the end of the game, the Score and Line Count Indicator will display your line count, score, high line count, and high score.

## SLEEP MODE

After one (1) minute of inactivity, Tetris® will go to sleep. To wake the unit, press the **On/Start** key.

## RESETTING THE GAME

To reset the game, insert a small, blunt object into the small "Reset" hole on the front of the unit and press down gently. This will start a new game and erase all previously stored scores.

## BATTERY INSTALLATION

This game is powered by two (2) AAA (LR03) size batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.

- Insert two (2) AAA (LR03) size batteries (we recommend alkaline) as indicated inside the battery compartment.

- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

**ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.**

## CAUTION

- **As with all small batteries, the batteries used with this game should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.**

- **Be sure you insert the battery correctly and always follow the game and battery manufacturer's instructions.**

- **Do not dispose of batteries in fire.**

- **Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.**

- **Sometimes, a built-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.**

## MAINTENANCE

- Handle this device carefully.

- Store this device away from dusty or dirty areas.

- Keep this device away from moisture or extreme temperature.

- Do not disassemble this device. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.

- Use only the recommended battery type.

- Do not mix old and new batteries.

- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

- Do not use rechargeable batteries.

- Do not attempt to recharge non-rechargeable batteries.

- Remove any exhausted batteries from the device.

- Do not short-circuit the supply terminals.

- Insert batteries with the correct polarity.

**Please retain this for future reference.**

## PRODUCT WARRANTY

**(This product warranty is valid in the United Kingdom only)**

All products in the **RADICA®** range are fully guaranteed for a period of 6 months from the original purchase date under normal use, against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

In the unlikely event that you do experience a problem within the first 6 months, please telephone the **Technical Support team: Tel. 0871 222 8278.** Calls are charged at 10p per minute and will show up on your standard telephone bill. Helpline hours are 2pm-11pm, Monday to Friday.

**IMPORTANT:** Always test the product with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

**YOUR STATUTORY RIGHTS ARE NOT EFFECTED.**

UK HELPLINE
**SUPPORT**
**0871 222 8278**
Calls are charged at 10p per minute and will show up on your standard telephone bill. Helpline hours are 2pm - 11pm, Monday to Friday.

DER GRÜNE PUNKT

PLEASE RECYCLE

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